

COMBAT LYNX

May be played with the keyboard, or with one or two joysticks.

GENERALLY

This is probably the most comprehensive 'real-time' battle simulation program ever written for a home computer. It can be played on a simple level as a 'shoot-them-up' game, or a more stealthy player can make use of the intelligence map to locate and destroy selected targets. The most skilled players will be able to protect their bases with mines, support forward bases under attack with air cover and fresh troops, and also intercept and destroy enemy vehicles (land and air) while in flight between bases. A game could last five seconds or five hours depending on the dexterity and tactical skill of the player.

THE CONTROLS

In these instructions words or numbers in angle brackets, such as <RETURN> or <X>, are keys on your Commodore 64. The function of these keys is shown in capitals, for example FASTER or SLOWER. The joystick in port 1 is represented as <J1>, and the joystick in port 2 as <J2>. The joystick positions are indicated as <J1U> for joystick 1 up, <J2L> for joystick 2 left, etc. The joystick fire-button is represented as <J2F> and NOTE that you should avoid pressing the fire-button on J1. Here is a list of the standard key settings :

IN FLIGHT

<C>	SLOWER	<J1D>
<<	FASTER	<J1U>
<Z>	LEFT	<J2L>
<X>	DOWN	<J2D>
<>	UP	<J2U>
<7>	RIGHT	<J2R>

INTELLIGENCE MAP

<I5>	ENABLE MAP (ON/OFF)	
<Z>	WEST	<J2L>
<X>	SOUTH	<J2D>
<>	NORTH	<J2U>
<7>	EAST	<J2R>
<I3>	CURSOR (ON/OFF)	

ARMING WEAPONS SYSTEMS

<X> - when you land at a base	ENTER ARMING SCREENS	<J2D>
<RETURN>	EXIT ARMING SCREENS	
<+>	INCREASE ARMS LOAD	
<->	DECREASE ARMS LOAD	
<I7>	MOVE TO NEXT ARMING SCREEN	

FIRING WEAPONS SYSTEMS

<▲ CRSR ◆> - SELECT WEAPON	ARM LEFT	<J1L>
<◆ CRSR ◆> - SELECT WEAPON	ARM RIGHT	<J1R>
<SPACE>	WEAPON SIGHTS (ON/OFF)	<J2F>
<SPACE>	FIRE WEAPON	<J2F>
<Z>	WEAPON SIGHTS LEFT	<J2L>
<7>	WEAPON SIGHTS RIGHT	<J2R>
<X>	WEAPON SIGHTS DOWN	<J2D>
<>	WEAPON SIGHTS UP	<J2U>

MICRO-SCREEN MESSAGES

<V>	BASE 1 POSITION AND STATUS
	BASE 2 POSITION AND STATUS
<M>	BASE 3 POSITION AND STATUS
<N>	BASE 4 POSITION AND STATUS

GENERAL GAME CONTROLS

<F3> - while intelligence map selected	HALTS PLAY
<1> to <4> - at start of game	SKILL (4 hardest)

STARTING PLAY

After loading you can start the game by pressing <1> to <4> to set the skill level (4 is the most difficult). You are allowed three 'lives' each game, after which you will be returned to the score table.

YOUR MISSION

You will have four bases which you must support with troops and air cover. Base 1 has an endless supply of fuel and weapons, and the ability to instantly revitalise injured troops brought back from the other bases. All the bases start with 30 fully equipped soldiers. Allied land vehicles move around the battlefield independently of your control. You provide the only allied air support. Enemy land vehicles will slowly converge on your bases unless stopped by the allied land vehicles (these independent battles can occasionally be seen on the intelligence map or flight screen), by mines that you have dropped, or by the other weapons of your COMBAT LYNX helicopter. You may attack any aircraft that you see, and all targets that appear in red on the intelligence map (green ones are allied). Your bases may get instantly wiped out in direct attacks by enemy tanks, or just suffer a number of casualties as the result of passing or minor attacks. If you lose Base 1 you will be deprived of fuel and weapon supplies and the game will come to a fairly rapid and unpleasant conclusion. When the game starts there will be a number of buildings that are neutral and not legitimate targets unless they fall into enemy hands in which case they will appear red on the intelligence map. Similarly if one of your bases falls into enemy hands it will appear red, after which it becomes a target. You are allowed three 'lives' before the game is reset with a complete new battlefield.

ARMING THE HELICOPTER

At base 1 you will immediately be presented with an arming screen that will allow you to select weapons and troops to be carried on your next sortie. If you don't want to bother with selecting a special set of weapons just press <RETURN> and you will be given the standard load and be ready for your first mission. Otherwise press <F7> to move into the first arming screen which allows you to load up with FUEL, and each time you press the <+> or <-> keys you will alter your load by one unit. It is up to you to decide how you make up your total load -- you may decide to carry a lot of fuel and few weapons, or perhaps fewer weapons and extra soldiers. When you have selected your fuel load press <F7> to move onto the next arming description. You can go through all the arming details in turn and then back to the start again until you are satisfied with your load, at which point you should press the <RETURN> key to start the game.

The CANNON and MACHINE GUN PODS and STRAFING ROCKETS have no guidance systems, and will just fire in the direction that the helicopter is pointing. Also they will be less effective against tanks than the HOT missiles which are wire-guided anti-tank weapons, and can be aimed independently of the direction of the helicopter. There are also heat-seeking ANTI-AIRCRAFT MISSILES, which will hit most aircraft in front of the LYNX without the need for aiming. Finally there are MINES which may be usefully deployed around your bases to prevent them being destroyed by enemy tanks. Be careful not to drop mines on your own bases! Please note that in this game you are allowed to carry more weapons than would be possible in reality.

THE INTELLIGENCE MAP

At any time you can inspect the intelligence map by pressing the <f5> key. A second press of the <f5> key will return you to the normal flight screen. The map shows the battlefield in relief, ie: the low ground is in dark squares, high ground is in light squares, with the rest in between. Vehicles and bases are shown on the map by symbols. To move around the map use the direction keys. Allied vehicles are represented by symbols in green, while the enemy is shown in red. The following symbols are used:

CAPITAL 'T'	Tank
CAPITAL 'H'	House or other building
CAPITAL 'V'	Vehicles (trucks and missile launchers)
CAPITAL 'F'	Field gun
CAPITAL 'L'	Your LYNX
CAPITAL 'E'	Enemy base/radio station
TWO RINGED GREEN SQUARES	Your base/landing pad
BLACK SQUARE	Mined area

The co-ordinate position of the centre of the intelligence map will be displayed on your screen at the top of the compass. If you turn on the intelligence map cursor by pressing <f7> its precise position will be displayed on the micro screen as it moves. You will be able to note your own co-ordinate position and be able to change your direction to make contact with a vehicle that you have seen on the map. Unfortunately the intelligence map is only as good as the latest information – you may search in vain for a vehicle that has just moved away from its last reported position on the map. Generally though, the map is very useful, especially for landing, when you will be able to see your LYNX move into position directly above the base, as you come into land very slowly, then hover over the base before descending. Note that you cannot control the LYNX while looking at the map.

THE MESSAGE MICRO-SCREEN & BASE REPORTS

You can use the micro-screen to find the co-ordinate positions of the bases, along with information about how many injured and active troops are stationed at each one. Press the <V>, , <N> or <M> keys to get a report on one of the bases (1, 2, 3, and 4 respectively). If you manage to return injured personnel to base 1 they are instantly restored to full active service and may then be re-deployed. When any of your bases are attacked the number of injured personnel there increases. A base that has no able-bodied personnel left which gets even lightly attacked will be wiped out.

FLIGHT CONTROLS

Your helicopter is seen from behind. The direction of view is either North (ie: 0 degrees) or South (ie: 180 degrees) and as the helicopter swings round past either East (ie: the 90 degree point) or West (ie: the 270 degree point) then the direction of view will switch between North and South. To keep track of your flight path

watch the compass and your flight co-ordinates just above the compass. NOTE that you will suffer more enemy attacks the higher you fly.

At the bottom left of your normal flight screen you will see three gauges marked 'T' for engine temperature (twin engines), 'S' for speed (forwards and backwards), and 'F' for fuel. Be careful not to overheat your engines, or run out of fuel. When landing you must use the intelligence map to check that you are directly above a base, the speed gauge to check that you are hovering or moving very very slowly, and the height gauge to check that you are coming down gently.

FIRING WEAPONS

This is a two or three stage process. First you must select the weapon system that you wish to fire by pressing the <CRSR > or the <CRSR > keys, or if you are using a joystick by pressing <J1L> or <J1R>. As you press these a small WEAPONS SELECT cursor will move right or left across the bottom of the six 'weapons status' gauges at the bottom centre of the normal flight screen. These gauges are marked as follows:

R.....	Rockets, multiple strafing type	unguided
G.....	Gun pods, machine-gun type	unguided
C.....	Cannon, 20mm Oelikeron	unguided
W.....	Wire guided HOT anti-tank	wire guided
H.....	Heat-seeking Sidewinder anti-aircraft	heat-seeking
M.....	Mines, underslung for air release	dropped

You can only fire one weapon system at a time. The active system is the one with the WEAPONS SELECT cursor just below it. All the weapons are fired by pressing the <SPACE> FIRE key, or <J2F> on the joystick. The heat-seeking missiles will be ineffective at long range, at a wide angle, or against very fast jets. Dropped mines can be seen on the intelligence map, and are effective against all enemy land vehicles. You can have a maximum of sixty mined squares on the intelligence map at any one time. NOTE that mines can only be dropped when the intelligence map is on. A mined square will be effective against two enemy vehicles, after which it will be ineffective and will disappear from the intelligence map.

With all the other weapons systems the first press of the <SPACE> FIRE key or <J2F> will activate an attack cursor infra-red display. The unguided weapons will fire in the same direction as the helicopter, and must therefore be sighted by using the flight direction controls before being fired by a second press of the <SPACE> FIRE key or <J2F>. The HOT missile system is a wire-guided system which is independant from the helicopter's flight path, so immediately after it has been fired by the second press of the <SPACE> FIRE key or <J2F>, it may be guided onto the target by the flight control keys without affecting the flight path and therefore is less likely to result in you crashing into a hillside while firing!

SKILL LEVELS

Skill level from 1 to 4 may be selected (4 being the hardest). At higher skill levels the enemy forces move around more quickly, and their missile attacks become more frequent and accurate.

SCORE

Jet plane.....	1000
Enemy bases/radio stations	1000
Helicopter	750
Tank	400
Gun emplacement	350
Trucks & missile launchers	250
Buildings in enemy hands	100